

Event Descriptions

Massed Start/Scratch Race

All riders start together; whoever finishes the designated number of laps first wins. Various laps during the race might be signified by the bell indicating a "prime" for the winner of the following lap.

Miss 'n Out (also Elimination; Devil Take the Hindmost)

All riders start together; whoever is judged to finish each lap as LAST in the pack is eliminated from the race. (In some cases the elimination comes every other lap, or as stipulated prior to the race.) When only 3 riders are left, they get a "free" lap and then sprint to determine final placing.

Tempo

Similar to a scratch race, except the first rider across the line on every lap gets a point. On the last lap, the first across gets 2 points and the 2nd rider gets 1. The rider with the most points wins.

Danish

Also called a "Win and Out" - just the opposite of the Elimination.

After 3 laps, the bell will ring, telling the riders that the first person across the line on the next lap is the winner. That person retires from the race, and the next person across the line first wins 2nd place and retires. Racing continues through the designated number of places. When only 3 riders are left, they get a "free" lap and then sprint to determine final placing.

Snowball

A variation of a 'Tempo'. The first rider across the line on the first lap gets 1 point, but the winner of the 2nd lap gets 2, the 3rd winner gets 3, etc. The winner accumulating the most points is the winner. (A strategic rider will lay low during the first sprints, but will work his/her way to the front for the latter, more profitable, laps.)

Points Race

Begins as a "massed start" race, except the riders sprint for points (5, 3, 2, 1) on designated laps. The final sprint may award "double points": 10, 6, 4, 2.

Winners are the riders accumulating the most points. (*Lapped riders may still gather points, but will place below any who finished on the same lap as the leader.*)

Triple Sprints

A variation of the points race; Riders sprint for points (5,3,2,1) every three laps out of a total of 9 laps. The rider with the most points wins.

Madison

Also known as "Team" Madison; racers work with a partner as a 2-man team

One rider will be racing while the other is "resting" by slowly circling around the top of the track near the balustrade, watching and waiting for his turn to enter the race. The exchange is made at the bottom of the track; the 'racer' will grab hands with the 'rester' and 'throw' him ahead into the race. The new 'rester' must then move out of the race back up to the top of the track.

A team wins by either gaining a lap on the rest of the field, or by accumulating the most points during designated sprints during the race.

Keirin

Usually held in "heats"; top riders of each heat will compete in the final.

6-8 riders draw for position behind a motorcycle, which will pace the pack gradually increasing its speed, from about 15 to 26 mph over 3 1/2 laps. With 1 1/2 laps to go, the motorcycle pulls off and the riders sprint to the finish. Watch for riders positioning themselves for the final sprint—the only rule is that no rider may pass the rear axle of the motorcycle before it pulls off, so bumping and elbowing are often the norm. Only the top riders (Track Category 1s and 2s) may participate.